
Title: on Jou'Nar

Author: Joye

Jou'Nar was before he
fell a knight of the
virtues. Though he
has now left the path,
they still hold power
over him and Jou'Nar
still strive to free
himself of this
burden.

A time came where he
set forth to desecrate
all shrines of virtues.
This would prove to
boost his powers
further.

The essences of all
virtues lie within
their mantras. When
these are spoken by
men true to their
virtues, the mantras
will bind Jou'Nar and
make him vulnerable.
All mantras should be
spoke in three, and
each should speak
them loud and
continually while
engaging this evil in
combat.

Jou'Nar is bound to be
defeated. His rule
will never sweep the
lands.

Pass over the crystal
ball a magical
necklace, one that
glows and a button
shall appear with a
key. The key then can
be used to unlock the
passages ways in
Trinsic.